

CLAIMS

- 5 1. A method for playing a sport-related board game wherein: /
- a. after a play is called, dice are repeatedly rolled, continuing through at least two sub-plays, until one side wins the play.
- 10 2. A method for playing a sport-related board game wherein: /
- a. Two opponents commit secretly to a strategy, as by placing cards face down;
 - b. Said two opponents roll dice;
 - c. Said two opponents reveal their strategy, as by turning their cards face up;
 - d. Some combination of the results of steps b. and c. determine which of a multiplicity of result charts to consult; and,
 - 15 e. Some combination of the results of steps b. and c. determine which of a multiplicity of results in said consulted chart is the result actually determined.
3. A method for playing a sport-related board game as in claim 1, between two teams, wherein:
- 20 a. a first team establishes an initial configuration on said board at a fixed position;
 - b. a second team establishes an initial configuration on said board at a position of their choosing;
 - c. said first team starts a first clock;
 - d. said first team rolls a first set of dice;
 - 25 e. a second team rolls, effectively simultaneous with step d, a second set of dice;
 - f. said initial configuration between the two teams is modified as a result of comparing the results of steps d and e;
 - g. for at least one additional iteration both teams continue to roll their respective sets of dice;
 - 30 h. iterations of step g continue until one of a set of conditions is achieved from

the set consisting of:

- h1. said first team rolls higher than said second team; and,
- h2. said second team rolls has achieved accumulated rolls that comprise a threshold determined by subtracting their initial configuration from a set configuration.

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- 4. A method for playing a sport-related board game as in claim 3 wherein, in addition:
 - i. said first clock is stopped, triggering the start of a second clock; and,
 - j. if said second team does not achieve a return action within a pre-determined period on said second clock, a positional penalty is meted out.

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- 5. A method for playing a sport-related board game, as in claim 3, wherein:
 - a1. if said initial configuration of said second team, established in step b, coincides with said first roll by said first team, established in step d, said second team is afforded the opportunity of rolling a set of dice for each group of ten markings between their initial configuration and the opposite teams end marking, prior to said first team being permitted to roll again.

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- 6. A method for playing a sport-related board game wherein:
 - a. general play progresses by players taking turns, rolling dice, and taking actions as a result of said rolls; and,
 - b. occasional special circumstance play proceeds where one player monopolizes play, repeatedly taking turns, rolling dice, and taking actions as a result of said rolls, until some predetermined event occurs.

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- 7. A method as in claim 6, wherein step b. further comprises:
 - a. a first set of at least one die is rolled to establish an odd or even toggle value;
 - b. a second set of at least one die is rolled and either matches or does not match the parity of the toggle value;
 - c. in the event of a match, play ends; and,

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- d. in the even of a mis-match:
 - i. the parity of the toggle value is reversed;
 - ii. the rolling party receives a penalty; and,
 - iii. play iterates from step b.

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8. An integrated clock device to be used with a consumer sports-related board game comprising:

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- a. a first game clock of long duration;
- b. a second countdown play clock of short duration;
- c. a switching first mechanism that starts the game clock and resets the play clock; and,
- d. a second switching mechanism that stops the play clock and restarts the game clock.

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9. A method as in claim 4 comprising, in addition:

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- a. the use of a first game clock of long duration;
- b. the use of a second countdown play clock of short duration;
- c. the use of a switching first mechanism that starts the game clock and resets the play clock; and,
- d. the use of a second switching mechanism that stops the play clock and restarts the game clock.

10. A method as in claim 1, wherein said sport is football.

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11. A method as in claim 2, wherein said sport is football.

12. A method as in claim 3, wherein said sport is football.

13. A method as in claim 4, wherein said sport is football.

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14. A method as in claim 5, wherein said sport is football.

15. A method as in claim 6, wherein said sport is football.

5 16. A method as in claim 1, wherein said sport is soccer.

17. A method as in claim 6, wherein said sport is soccer.

18. A method as in claim 1, wherein said sport is golf.

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20. A method as in claim 6, wherein said sport is golf.

21. A method as in claim 2, wherein said sport is baseball.

15 22. A method as in claim 6, wherein said sport is basketball.

23. A method as in claim 6, wherein said sport is hockey.

24. A method as in claim 1, wherein said sport is boxing.

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25. A method as in claim 1, wherein said sport is racing.

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